

Gaming market in Poland 2019

Market analysis and development forecasts for 2019-2024

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Languages: English, Polish

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What is the content of the report ?

- Comprehensive picture of the gaming space in Poland that covers its many different aspects, including: consumer spending on games; the amount of revenue generated in Poland by gaming firms; the Polish esports market; and more.
- Forecast for consumer spending on video games in Poland in 2019-2024.
- Number of gamers in Poland – within the total population aged 15-55 and among active internet users.
- Findings from a PMR survey that asked Poles about their expenditures on games (percentage who spend money on games; amounts spent and frequency of purchases; etc.).
- Ranking of the 20 largest Polish gaming companies by sales revenue, with detailed profiles of the top five players.
- Close analysis of the WSE-listed gaming sector (revenue, market capitalisation).

5 Reasons why you should choose PMR

1. The report will keep you up to date with trends.
2. Enable assessment of the potential of different market segments.
3. Assist in identifying sources of risk.
4. Provide a clear view of the competitive environment.
5. Help you make informed investment-planning decisions.

Commentary by expert



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The report is a comprehensive source of knowledge on the gaming space in Poland. The combined market capitalisation of Polish firms listed on the Warsaw bourse was PLN 30.5bn in February 2019.